HIGH FRONTIER

An SDI Wargame

Disk for
Amstrad/Schneider

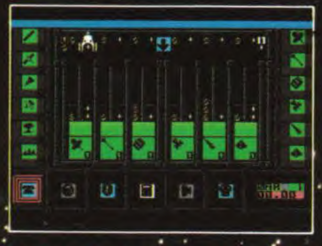
Designed by Alan Steel,
developed in collaboration
with **Ian Bird.**

ACTIVISION
ENTERTAINMENT SOFTWARE

HIGH FRONTIER

An SDI Wargame





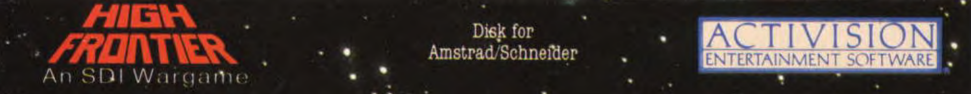
The most controversial defence policy this decade, known variously as SDI, Star Wars or Reagan's Ray Guns, the Strategic Defence Initiative is either hailed as mankinds salvation or damned as an unworkable provocation. In HIGH FRONTIER *you* are the project leader committing staff and funds to make SDI a reality. *You* deploy the satellite defence system as the world teeters on the brink of nuclear oblivion, and *you* must make the decisions that could save the American mainland...or devastate it.

A joystick-controlled, icon driven strategic simulation that's hopefully as near as you'll ever get to the real thing...or is it?

Designed and Programmed by Alan Steel
Graphic Design by Alan Steel and Focus C.E.L.

UQD 575

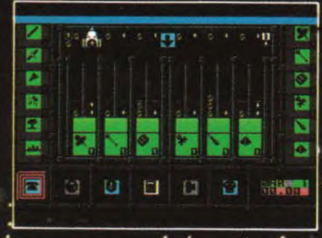



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Commodore 64 screens shown.
Manufactured in the United Kingdom
Fabriqué en Grande Bretagne.

UQD 575



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